




Abomination

	320	 Life 8
Human	Move 5	
Unique Hero	Range 1	
Creature	Attack 7	
Ferocious	Defense 6	
	Medium 6	

Super Leap

Instead of his normal move, Abomination may Super Leap. Super Leap has a move of 10. When counting spaces for Abomination's Super Leap movement, ignore elevations. Abomination may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Abomination may not leap more than 50 levels up or down in a single leap. If Abomination is engaged when he starts to leap he will take any leaving engagement attacks. Abomination rolls 3 less attack dice on any turn that he chooses to Super Leap.




Stomp Special Attack

Range 1 Attack 3

Any figure adjacent to Abomination is affected by Stomp Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Abomination may not use his Stomp Special Attack in the same round that he uses Super Leap.

The Conflict Begins

Red Skull

	190	 Life 5
Clone	Move 5	
Unique Hero	Range 5	
Mastermind	Attack 4	
Ruthless	Defense 3	
	Medium 5	

Master Manipulator

After revealing an Order Marker on Red Skull's card, instead of taking that turn with Red Skull, you may take a turn with any Unique Hero you control within clear sight of Red Skull.

Dust-of-Death




After moving and before attacking you may either:

- Roll the 20-sided die once for each figure adjacent to Red Skull, or
- Roll the 20-sided die once for any one figure within 3 clear sight spaces away.

If you roll a 19 or higher, that figure is destroyed.

The Conflict Begins

Iron Man

	240	 Life 4
Human	Move 6	
Unique Hero	Range 6	
Adventurer	Attack 4	
Arrogant	Defense 6	
	Medium 5	

Double Attack




When Iron Man attacks, he may attack one additional time.

Flying

When counting spaces for Iron Man's movement, ignore elevations. Iron Man may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Iron Man starts to fly, if he is engaged he will take any leaving engagement attacks.

The Conflict Begins

Captain America

	220	 Life 5
Human	Move 5	
Unique Hero	Range 1	
Soldier	Attack 6	
Valiant	Defense 6	
	Medium 5	

Shield Throw Special Attack

Range 5 Attack 4

When Captain America attacks with his Shield Throw Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Tactician

All friendly figures adjacent to Captain America add 1 extra die to their attack, and 1 extra die to their defense.

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

The Conflict Begins

Incredible Hulk

	370	 Life 8
Human	Move 5	
Unique Hero	Range 1	
Creature	Attack 6	
Angry	Defense 6	
	Medium 6	

Rage Smash 5

When Incredible Hulk attacks using a normal attack, he receives one extra attack die for each Wound Marker he has, up to a maximum of 5 extra attack dice for Rage Smash.

Super Leap

Instead of his normal move, Incredible Hulk may Super Leap. Super Leap has a move of 10. When counting spaces for Hulk's Super Leap movement, ignore elevations. Hulk may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Hulk may not leap more than 50 levels up or down in a single leap. If Hulk is engaged when he starts to leap he will take any leaving engagement attacks. Hulk rolls 3 less attack dice on any turn that he chooses to Super Leap.




Stomp Special Attack

Range 1 Attack 3

Any figure adjacent to Incredible Hulk is affected by Stomp Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Hulk may not use his Stomp Special Attack in the same round that he uses Super Leap.

The Conflict Begins

Spider-Man

	160	 Life 5
Human	Move 6	
Unique Hero	Range 1	
Crime Fighter	Attack 4	
Tricky	Defense 4	
	Medium 5	

Spidey-Sense 11

If Spider-Man is attacked by an opponent's figure and at least one skull is rolled, roll the 20-sided die. If you roll a 1-10, roll defense dice normally. If you roll a 11-20, Spider-Man takes no damage and may immediately move using his Swing Line 4 Special Power.

Swing Line 4

Instead of his normal move, Spider-Man may use his Swing Line. Swing Line has a move of 4. When counting spaces for Spider-Man's Swing Line movement, ignore elevations. Spider-Man may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Man may not Swing Line more than 40 levels up or down in a single Swing Line. If Spider-Man is engaged when he starts to Swing Line he will not take any leaving engagement attacks.




Web Special Attack

Range 4 Attack 3

Figures roll one less defense die when defending against Spider-Man's Web Special Attack.

The Conflict Begins

Thanos

	360	 Life 6
Eternal	Move 6	
Unique Hero	Range 6	
Conqueror	Attack 6	
Nihilist	Defense 7	
	Medium 5	

Rejected by Death

At the start of each of your turns after Thanos has been destroyed, roll the 20-sided die. If you roll a 19 or higher, immediately place Thanos on a space adjacent to any figure you control and remove all wound markers on Thanos's card.

Flying

When counting spaces for Thanos's movement, ignore elevations. Thanos may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Thanos starts to fly, if he is engaged he will take any leaving engagement attacks.

The Conflict Begins

Venom

	150	 Life 5
Symbiote	Move 6	
Unique Hero	Range 1	
Vigilante	Attack 6	
Ferocious	Defense 4	
	Medium 5	

Spider-Sense 14

If Venom is attacked by an opponent's figure and at least one skull is rolled, roll the 20-sided die. If you roll a 1-13, roll defense dice normally. If you roll a 14-20, Venom takes no damage and may immediately move using his Swing Line 4 Special Power.

Swing Line 4

Instead of his normal move, Venom may use his Swing Line. Swing Line has a move of 4. When counting spaces for Venom's Swing Line movement, ignore elevations. Venom may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Venom may not Swing Line more than 40 levels up or down in a single Swing Line. If Venom is engaged when he starts to Swing Line he will not take any leaving engagement attacks.




Web Special Attack

Range 4 Attack 3

Figures roll one less defense die when defending against Venom's Web Special Attack.

The Conflict Begins

Silver Surfer

	320	 Life 6
Zenn-Lavian	Move 6	
Unique Hero	Range 4	
Herald	Attack 4	
Valiant	Defense 7	
	Medium 5	

Stealth Flying

When counting spaces for Silver Surfer's movement, ignore elevations. Silver Surfer may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Silver Surfer starts to fly, if he is engaged he will not take any leaving engagement attacks.

Cosmic Force Blast Special Attack

Range 6 Attack 6

If an opponent's Unique Hero receives at least one wound from the Cosmic Force Blast Special Attack, roll the 20-sided die. If you roll a 16 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card.

Hyper Speed 5

After taking a turn with Silver Surfer, Silver Surfer may move up to an additional 5 spaces. Silver Surfer may not use Hyper Speed 5 if he attacked with his Cosmic Force Blast Special Attack during that turn.

The Conflict Begins

Doctor Doom

**245**

Human

Unique Hero

Ruler

Egomaniacal

**Medium 5***Life* **4***Move* **6***Range* **6***Attack* **5***Defense* **6**

Mind Exchange 17

After taking a turn with Doctor Doom, you may choose any Unique Hero within 4 clear sight spaces of Doctor Doom. Roll the 20-sided die. If you roll a 17 or higher, take control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the Hero returns to the player who controlled the Hero before the Mind Exchange. All order markers that were on the chosen Hero's card will stay on the card.

Flying

When counting spaces for Doctor Doom's movement, ignore elevations. Doctor Doom may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Doctor Doom starts to fly, if he is engaged he will take any leaving engagement attacks.

The Conflict Begins